The Legend of Heroes™ III
Song of the Ocean™

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB

BANDAI NAMCO Games™

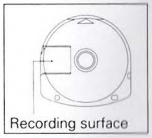
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

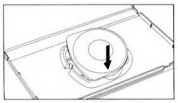
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

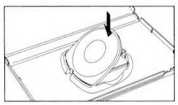
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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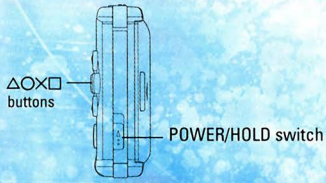
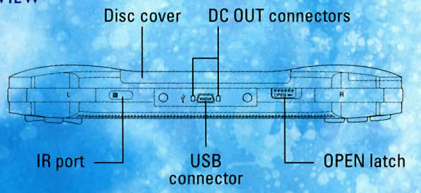
Getting Started

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert **The Legend of Heroes™ III: Song of the Ocean™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

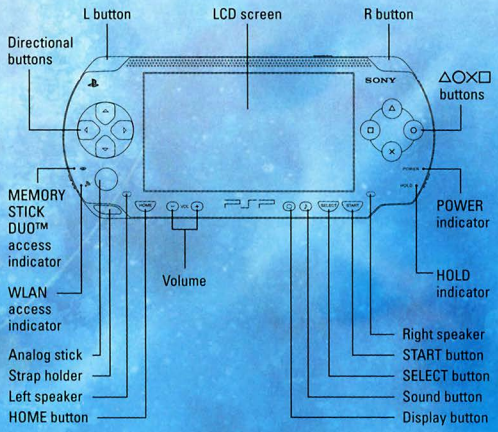
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP®. Saving game data requires a Memory Stick Duo™ with at least 448 KB of free space. Never remove the Memory Stick Duo™ from its slot while loading or saving game data. Game data saved on one PSP® cannot be loaded on a different PSP®.

Starting Up

PSP® (PlayStation®Portable) system configuration



GAME CONTROLS

Directional buttons	Move / select
Analog stick	Move / select
L button / R button	Switch characters
△ button	Open menu
⊗ button	Confirm
▣ button	Open Pet Menu Call pet (when near) Use Finishing Move (during battle)
◉ button	Cancel / skip through text
START button	Use at Main Title screen

Starting the Game

The Legend of Heroes III
Song of the Ocean
Press START button
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Press the OPEN button on the top of the PSP® (PlayStation®Portable) system to open the disk cover on the back. Properly insert the UMD™. After the UMD™ has been inserted, press the POWER/HOLD button on the right side of the unit to turn on the power and start the game. Press the START button when the Main Title screen appears to go to the Menu Selection screen.

NEW GAME

Start a new game from the beginning.

LOAD

Load a previously saved game to continue playing where you left off. Choose the saved game you would like to continue and start playing.

SAVING/LOADING GAME DATA

You can save and load games in progress using a Memory Stick Duo™. From the field, open the Menu screen and select the game you would like to save or load. You cannot save or load games during battle or while an event is occurring.

Game Screens

MOVING IN THE FIELD

Use the directional buttons or the analog stick to move when you are in a field screen. In fields with rugged terrain, you can walk up slopes and low ledges, but you will need to use stairs or other methods to climb steeper terrain and higher ledges.

TALKING TO CHARACTERS

An icon will appear when you approach a character in the field. Press the ⊗ button in front of a character to start a conversation.

INVESTIGATE

You can investigate an area where an icon is displayed in the field by pressing the ⊗ button.

ICONS POINTING OUT IMPORTANT ITEMS

Sometimes an "!" mark appears in an icon as shown on the left. This indicates an important element in the development or History of the game.

Game Menu Screens

EQUIPMENT

Display a character's status and change its equipment. Switch among characters using the L and R buttons.

STATUS CATEGORIES

ATT: Character's basic strength and attack power based on weapons currently equipped.

DEF: Character's basic strength and defense power based on protective gear currently equipped.

MAT: Magic attack power

MDE: Defense against magic attacks

HIT: Chance that an attack will hit

AVO: Chance to avoid attacks

SPD: Determines the turn order of actions performed

EXP: Experience points earned up until now

SELECTING CHARACTERS TO PARTICIPATE IN BATTLE

You can have up to six members in your party depending on how far along in the game you are. When your party grows to five members or more, you will need to specify which four will participate in battle.

ITEMS

Displays a list of items you possess. Select an item that works in the field to use it.

MAGIC

Displays a list of magical powers and deadly skills you possess. See page 13 for information about magic attributes.

MAP

Displays overall map. Your current location is indicated by the flashing red dot. Any nearby resonating stones are shown with flashing blue dots.

HISTORY

Displays a chronological table that makes up the Gagharv calendar. Entries with the symbol "???" are filled in as you progress through the game, though some of them will not appear unless you have conversations with certain characters or read certain writings. As you fill in more entries, your rate of item acquisition will increase.

DATA

Save: Saves a game in progress.

Load: Loads a saved game to start where you last saved.

Delete: Deletes the selected saved game.

SYSTEM

Message: Change the display speed of dialogue.

Button settings: Change the functions assigned to each button.

Battle dialogue: Turn on/off the character dialogue displayed during battle.

Shopping

CURRENCY AND CASHING IN RILLS

You will receive Rills for each monster you kill. You can exchange the Rills for money at weapon and tool shops. The unit of currency is the Gent. You will need Gents to buy items.

BUYING AND SELLING ITEMS

You can buy and sell items in shops. Your change in status will be displayed when you purchase weapons or protective gear with an increase shown with blue numbers and a decrease shown with red numbers. Nothing will be displayed if there are no characters available to equip themselves with the weapons or gear purchased. Use the L button and R button to switch the display to a different character.

LODGING

If a character's HP and MP are running low, they can be fully replenished by checking into an inn. Lodging rates vary depending on the establishment.

Pets

PETS

Press the ■ button in a field where pets can accompany you to display the Pet menu. You can choose the actions Feed, Praise, or Scold, to make the pet react and change its behavior. Depending on your pet's behavior, it can help you find items and even assist you in battle. You can feed your pet items other than major event items. Its behavior will change depending on the attribute of the item it eats. Select "Check pet" from the Pet menu to see what mood your pet is in.

Battle

BATTLE FLOW

Battle begins when you come into contact with a monster in the field. If the monster has a level higher than Forte and his companions, it will chase after you. If its level is lower, it will run away. If you move away from the monster and it does not notice you, nothing will happen. If you touch it from behind, you will gain battle initiative. However, if the monster touches you from behind, the monster will start with battle initiative!

Strong Weak Unaware

Enter commands to your party members. Battle will commence once you have given commands to all party members.

The enemy or ally with the highest speed will take action first, with the order after that also determined by each character's speed.

The battle ends when all enemies have been killed. The number of experience points earned is displayed, and characters earning enough points will move to the next level. If all four battle characters become unable to fight, the game is over.

Battle Commands

You can give individual orders to characters during battle. Enter commands for each character starting from the one on the left. Battle is paused while the commands are displayed.

ATTACKS

A circle is displayed to denote the range of movement and attack for a character. Select the unit to attack and when it is that character's turn, they will move and attack. Your character will stay in place after attacking or moving.

MAGIC

When you select a magic power you would like to use, a circle will appear denoting the range of effect or attack. Ranges differ depending on the kind of magic used. Select your target and your magic will be unleashed when it is your turn.

SPECIAL SKILLS

Select the special skill you want to use from the special skills list. Once you select a skill, a circle will appear showing the range of the skill's effect.

ITEMS

Select an item from the list of items you possess. Then select an object you want to use the item on. The range of effect differs depending on the item.

Battle Commands

WAIT

Your range of movement is displayed. Use the cursor to select a location you would like to move to. After you move, your character will enter a defense stance during which time your defense strength against all attacks is boosted.

SWITCH

When there are five or more members in your party, you can trade off which characters fight in battle. The character selected to enter will move into battle on its next turn. Incapacitated characters cannot be traded.

ESCAPE FROM BATTLE

Use this function to flee from battle and return to the field. Even after you've left the Battle screen, any monsters that have not been killed will remain in the field. So if you want to escape completely, you will need to move to a different location in the field.

FINISHING MOVES

When a character's power is at "FULL!" during battle action, you can select that character and then push the ● button to unleash a finishing move. This kind of skill takes priority over enemy and ally character actions. There are some cases when a deadly skill cannot be used, such as during an attack or when magic is being performed.

WHEN YOU CAN NO LONGER FIGHT

Any character whose HP reaches zero during battle will become unable to fight. This character cannot be revived even after battle, so it is necessary to either use a revival item or visit an inn.

Magic

There are two types of magic: resonant magic and El Fildin magic. Resonant magic is a special form of sorcery that only the main characters in the game can use, while El Fildin is magic that all spiritualists understand how to use.

RESONANCE STONES

Forte, Una and McBain can all use resonant magic if they are carrying a Resonance Stone. The kind of magic they can perform depends on the Resonance Stones they have. Stones can be found as the game progresses. Press the right directional button in Forte, Una or McBain's Equipment menu to display the Resonance Stones Equipment menu. Each character can carry up to four stones.

ENSEMBLE MAGIC

Several kinds of attack magic can be combined as an ensemble to create even stronger magic. Ensemble magic is performed by two characters selecting a form of this magic to be used on the same enemy during the same turn. The form of magic with the attribute that is most effective against an enemy is given priority

Magic Attributes

Each kind of attack magic has a characteristic called an attribute that when combined with an enemy's attribute can either strengthen or weaken the power of an attack. As shown below, the closer an enemy's attribute is to being on the opposite side of the chart of the attribute of the magic used, the stronger the attack power will be. Additionally, attribute effects of pets are calculated in to determine the overall amount of damage of an attack.

ICONS FOR EACH ATTRIBUTE

Water Thunder Wind Fire Darkness Earth

Example: The percentages below show the effect that each magic attribute would have on strengthening or weakening an attack on an enemy with a thunder attribute.

If magic with the same attribute is used, the power of the attack would be reduced to 25%, while magic of the attribute directly opposite would boost the attack power to 150%.

ACQUIRED ITEMS

When you find the items Fragments of Memory or Album you can view character images and listen to background music. These items are hidden in a variety of places and can be found by looking not only in normal treasure chests but also in places such as treasure chests you have already opened.

FRAGMENTS OF MEMORY

When you select Fragments of Memory as food for your pet, background music will begin to play. Fragments of Memory are not used up.

ALBUM

When you select Album from the items list, a list of character images that can be viewed will be displayed. The number of images available will increase as you perform certain actions in the game.

Extra Scenes

These are special scenes available to players who have saved game data from "Moonlight Witch" or "A Tear of Vermilion". You can form parties with Jurio, Avin and all the old characters and play out battle scenes in special fields. Start **The Legend of Heroes™ III: Song of the Ocean™** using a Memory Stick Duo™ that contains saved game data from "Moonlight Witch" or "A Tear of Vermilion". Examine the small tuning fork found in the field to be able to play the extra scenes. The experience points, money and items earned here will all carry over into the normal scenes of **The Legend of Heroes™ III: Song of the Ocean™**.

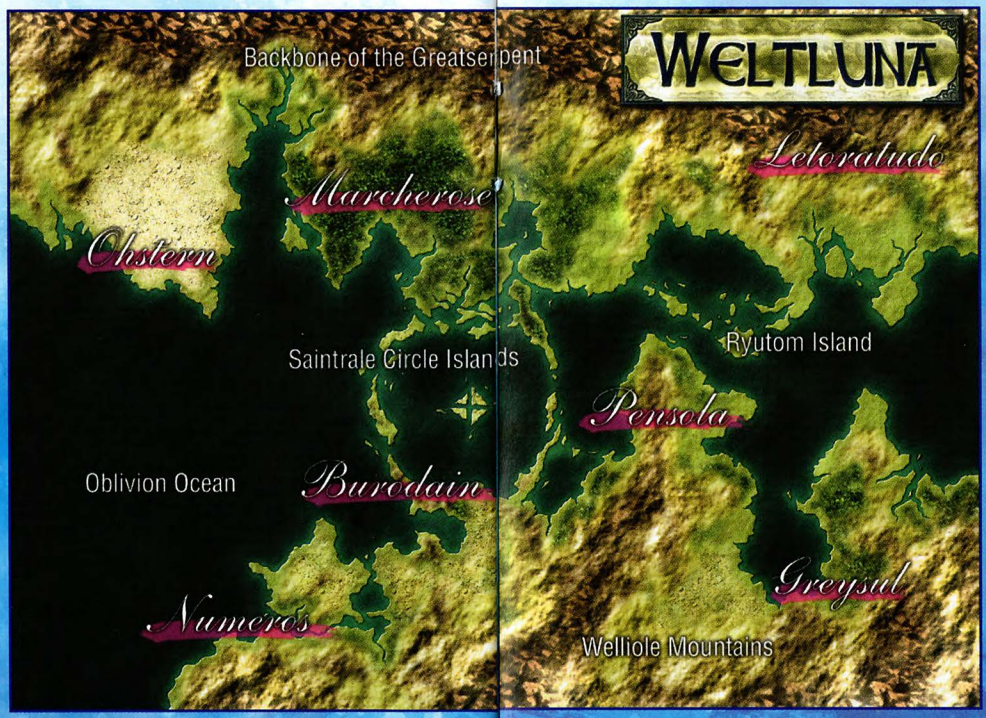
FORMING PARTIES

You can form parties by having conversations with Jurio's and Avin's characters. The characters you can select from "Moonlight Witch" and "A Tear of Vermilion" depend on your progress in the extra scenes, while the characters you select in **The Legend of Heroes™ III: Song of the Ocean™** depend on your progress in this game.

RETURNING TO THE NORMAL GAME SCENES

Pass through the gate found in the extra field to return to the normal scenes of **The Legend of Heroes™ III: Song of the Ocean™**.

The World of Weltluna



Weltluna is made up of seven nations:

- Letoratudo
- The Principality of Pensola
- Ohstern
- Burodain
- The Republic of Greysul
- Marcherose
- The Numeros Empire

Remains of ancient civilizations can be found throughout each land, giving proof that advanced cultures once thrived here. A portion of these relics, such as the Grim Bridge, are still used today, though little is yet known about the ancient people and civilizations that built them. Natural barriers such as the Backbone of the Great Serpent and the Sea of Oblivion have blocked outsiders from penetrating this inaccessible world of mystery.

THE BACKBONE OF THE GREAT SERPENT

The massive chain of mountains running along the northern part of Weltluna is known as the Backbone of the Great Serpent due to its shape. This expansive yet natural wall stops anybody trying to escape to the north. While many adventurers have tried to climb these mountains, not one of them has yet to reach the top. What has long been known as "The End of the World" from ancient times, this mountain range separates charted territory from the land of unexplored mystery to the north.

Regional Guide

LETORATUDO

This small nation is located in the north-eastern part of Weltluna. It is run by Chief Minister Lang as a commonwealth of small cities and villages, and its administrative powers have been delegated to The Republic of Greysul, its neighbor across the sea. This peaceful nation is idyllic and serene – a relaxing breath of fresh air for those who visit. It has no prominent areas of industry or agriculture, though each region has a variety of well-known local products, which are widely traded with other nations.

THE REPUBLIC OF GREYSUL

There is a famous music school located in Kantus, supposedly established by the legendary Leone, from which many renowned musicians have graduated. A large number of instrumentalists in the top ranks of the Cavaro International Theater also began their careers at this school. The southern part of Greysul is covered with steep and jagged mountains, making it unwelcoming to most travelers. Also, since public safety has been on the decline with many bands of robbers running rampant as of late, private individuals have begun to spend their own funds to form neighborhood watch groups.

THE PRINCIPALITY OF PENSOLA

The Pensola Lords have governed this nation for generations. Due to a lack of natural resources, it has been far from wealthy, though in recent years it has received investments from business tycoons who have given it the assistance it needed to quickly modernize its urban areas. However, the Duke who has been pioneering the nation's economic policy, has become a target of criticism as little of the wealth that has entered the nation has actually reached the common people.

RYUTOM ISLAND

While this island was once a sanctuary of natural beauty, it has now become overrun with estates and villas owned by the wealthy business tycoons, who now control the island. The construction of homes and the overdevelopment of recreational facilities have wiped out almost every last bit of nature that ever existed here. The island used to be populated by native inhabitants, though they fled the island after a mysterious occurrence just before the land was bought up by the rich.

Regional Guide

MARCHEROSE

Marcherose is home to the Federation of Free Cities, headed by the artistic capital, Kavaro. The legendary musician Leone spent most of his active years here. The Kavaro International Theater, also known as the Temple of Music, is where many young musicians from all over Weltluna gather, dreaming of one day playing on its stage. Marcherose is covered with lush forests, giving it the nickname "The Land of Fine Art and Forests." Its natural beauty has led to much tourism, making it the economic leader of all the nations of Weltluna.

OHSTERN

This desert nation contains some of the oldest historical relics on Weltluna. Many of these artifacts have been passed down for generations and are still located in Selbart. Similar to the political relationship held between Letoratudo and Greysul, the political power of Ohstern has been delegated to Marcherose. The difference, however, is that Greysul's laissez-faire policy of non-interference gives Ohstern nearly full autonomous control. Greysul highly respects the opinions of the self-acknowledged inhabitants of Ohstern, who call themselves "The Free People of the Desert." Economic development on Ohstern has been on the rise in recent years, highlighted by oasis bazaars that take place on a regular basis.

THE NUMEROS EMPIRE

Numeros has been a strong military nation since the era of Emperor Lausé. It is rumored that many of the nation's citizens have been drafted into the military forces in recent years, causing tension to rise among neighboring nations. This sudden rise in militarization has taken a great toll on the everyday lives of the citizens, also creating political instability. The citizens are suffering not only from poverty but are also being forced into labor by entire villages in some cases.

BURODAIN

Burodain is governed by the trusted and well-liked Prince Duorl. The benevolent governance of the Prince is contrasted by the violent and turbulent history of this nation. The tyrannical government of the former leader, King Luzark II, began a crackdown on all who opposed the king to fight for reform that included unjustified arrests and banishment to Lecto Island. Now, the nation faces the constant threat of invasion by the Empire of Numeros, which until now has been staved off thanks to the skillful diplomacy of Prince Duorl.

Characters

FORTE *(14 years old)*

Forte is the kithara player in McBain's troupe. He is a diligent youth who is dedicated to his practice. He has set off on this journey in hopes of one day becoming a musician with the skills that McBain possesses.

UNA *(14 years old)*

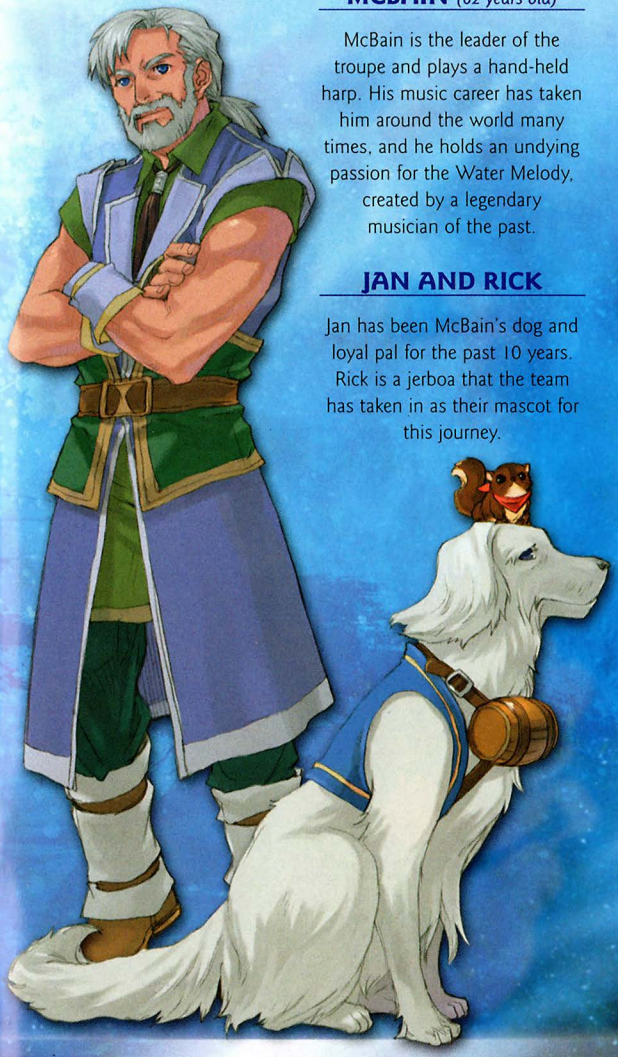
Una is a piccolo player and lifelong friend of Forte. She is a cheerful and hardworking girl. She is looking for the right moment to confess her crush on Forte.

MCBAIN *(62 years old)*

McBain is the leader of the troupe and plays a hand-held harp. His music career has taken him around the world many times, and he holds an undying passion for the Water Melody, created by a legendary musician of the past.

JAN AND RICK

Jan has been McBain's dog and loyal pal for the past 10 years. Rick is a jerboa that the team has taken in as their mascot for this journey.



Characters

SHAO *(41 years old)*

Shao is a long-time friend and traveling companion of McBain who plays the accordion.

RACHEL *(18 years old)*

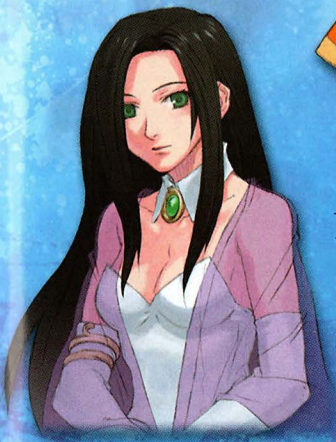
Rachel is Shao's daughter and has spent her life as a traveling performing artist. She is in charge of the chorus. Among the many skills she has acquired as a nomad artist, knife throwing is her specialty.

ALTOS *(16 years old)*

Altos plays the violin. He is quite skilled, though his shyness makes him very modest.

AIDA *(15 years old)*

Aida lives at the Ecure Puppet Workshop with her grandfather, Rosetto. Her puppeteer skills exceed even those of her grandfather.



ARIA *(21 years old)*

This unique yet beautiful young woman with her flowing black hair seems to live in another world. When she sings, her captivating voice mesmerizes all who listen, passing through them like a haunting spirit.

PALMAN *(25 years old)*

Palman is an officer who leads the covert forces for the Empire of Numeros. While he keeps himself at arm's length from his superiors, he is highly trusted by those below him.

Glossary

The Water Tribe
The Water Tribe were the center of the ancient civilization that thrived on Weltluna and created advanced forms of culture. They could also change sound into power by creating and mastering the art of resonance magic. According to Weltluna legend, those who wielded the power of resonance magic after many years of training could use instruments to turn music into powerful forces. All existence of the Water Tribe suddenly vanished about 900 years ago and now they remain as nothing more than a legend.

Leone – the Legendary Musician
Leone Frederik Richter was a master of music who lived 50 years ago and left behind countless compositions. He was one of the greatest piano and violin players ever to live. He took on the great task of reviving the "Lost Melody," the foundation for understanding the traditions of resonance magic. It is surprisingly unknown that his passion for this music led him to compose the "Water Melody", based on the little information he was able to find about the "Lost Melody."

The Lost Melody
Legend has it that the lost ancients, the Water Tribe, were able to invoke great powers by playing songs. There are 24 different verses used in these songs of power. While they work individually, it is said that the "Lost Melody," which combines all 24 into one composition, will one day save the world from destruction.

The Resonance Stones
Carved on each stone is one of the 24 magical verses, which can be used to perform resonating magic. Out of fear that the "Water Melody" would be used for evil purposes, Leone carved each of the 24 verses of the melody into stones and scattered them throughout Weltluna. He gave some to those he trusted and hid others in safe locations such as deep within underground caves to ensure that they would not end up in the wrong hands.

The Magic Map
This map has been charmed to show the locations of any resonating stones in the area. It is said that Leone made only one of these maps, which has since become the object of violent fights among thieves and pirates.

Recreation
The people of the musical world of Weltluna often go to music halls to hear concerts and watch musicals. One of the most popular pieces is Leone's "Water Tribe." They also enjoy reading novels, such as the action play "Doll Knight" and the bestseller "Con Man Fred." "The Water Tribe used magic too much and around their heads devils came to fly. So let's sing a song and put them to sleep with a lullaby" is a bedtime verse that almost all children in Weltluna have been sung at one time or another by their parents.

Solo Recitals and the International Recital
Pinzel in Letoratudo sets the stage for solo recitals once every four years in which many young aspiring artists show off their talents. The top two finalists are given the chance to compete in the International Recital at the International Theater in the performing arts capital of Kavaro. The International Recital, known as the springboard to success in the world of performing arts, is the competition that all young artists hope to participate in one day.

The School of Music
Greysul is home to the Kantus School of Music, which was established 50 years ago. It is known for its association with Leone and has graduated many students who went on to become famous musicians. Handwritten scores created by Leone are kept in the school. They hold an annual recital where the students can demonstrate to the public what they have been working on all year. Although it is a student recital, external participation is also allowed, making it quite a festive event.

Ryutom Island Auditions
These auditions are held by the wealthy residents of Ryutom Island when they finish the construction of a new residence as part of the entertainment for the ceremony of completion. Elite guests from all nations attend and recommend top musicians to participate in the audition competition. The winner receives a large cash prize and is given the honor of playing at the yacht party.

Passport
This is a piece of identification for travelers. To enter a different nation, you must first apply for an entry permit from that country's embassy. A passport is needed to enter any nation on Weltluna, making it an essential item for all travelers. As a result, there are quite a few passport thieves who try to steal these valuable documents.

Credits

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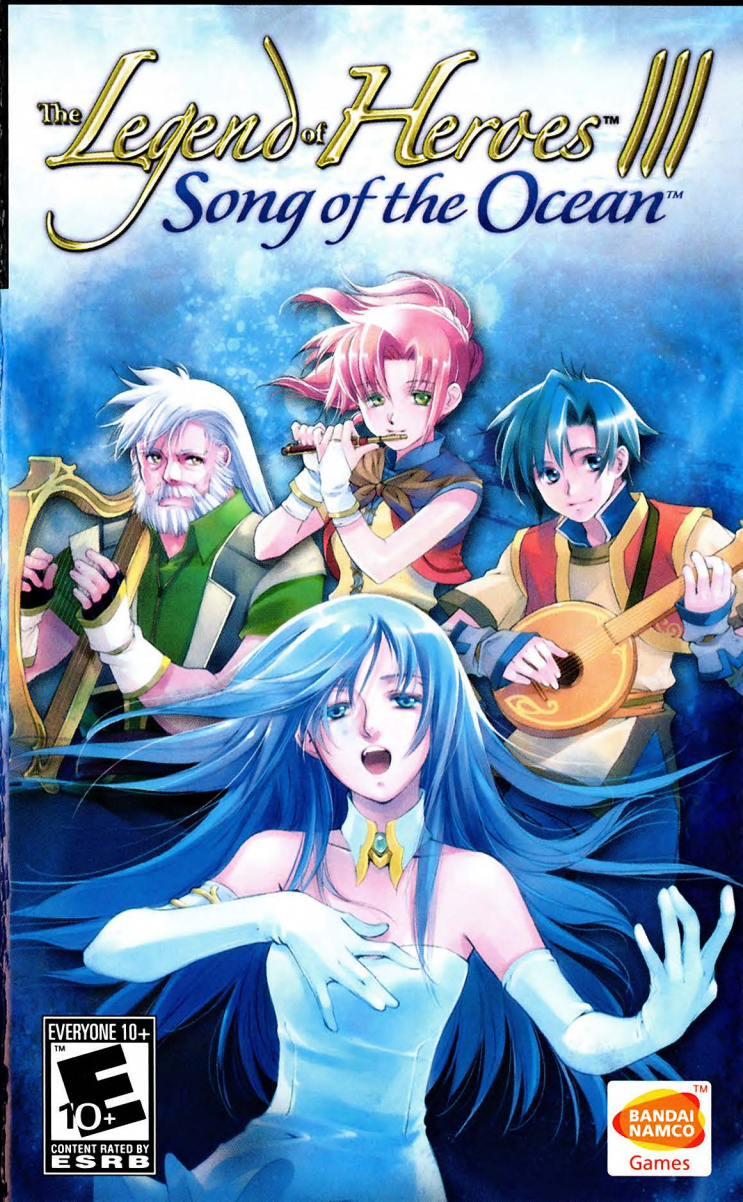

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